

JOEY MAZERO

NARRATIVE DESIGNER AND WRITER



PROFILE

I am a Narrative Designer who surrounds myself with the systems knowledge needed to integrate story seamlessly into gameplay.

SKILLSET

- Unity and C# (6 years)
- Inkle, Twine 2
- JIRA, HacknPlan
- Github and Source Control
- Microsoft Office
- JavaScript, MySQL, HTML, PHP

EDUCATION

Indiana University - School of Informatics, Computing, and Engineering

Major: *B.S. Informatics, Cognate in Game Design*

GPA: 3.60

Honors:

- Dean's List (Fall 2018, Spring 2019, Spring 2020, Fall 2020)

Coursework:

- Game Workshop I-III (Prototype, Development, Publish); Game Design I-II (Concepts, Systems); Game Production I-II; Informatics Design & Development Capstone; Independent Study: Educative VR; Creative Writing; History of Videogames

Activities:

- GD@IU Game Development Club (Member)
- Turning Ideas into Entertainment Bootcamp (Attendee)
- WIUX Student Radio Show (Co-Host)

CONTACT

- mazero.joey@gmail.com
- [LinkedIn](#)
- [Portfolio](#)

STORYTELLING AND DESIGN

- Wrote, edited, and implemented character dialogue and item descriptions in engine using Inkle
- Managed the tone, clarity, and story for in-app informational descriptions
- Constructed and maintained a narrative bible for story based in post-Great Depression America
- Wrote & delivered weekly newsletter via email to subscriber base

IMPLEMENTATION

- Worked to import and place 3D models and sprites in Unity scene according to project vision
- Tracked gameplay variables via Inkle scripting to make appropriate variable checks throughout a narrative
- Experience writing in screenplay format for point and click adventure games

COMMUNICATION

- Able to integrate ideas developed in team meetings while maintaining a cohesive game vision and scope
- Can effectively create and communicate design documentation and project vision to executive managers
- Communicated directly with game designers and programmers to solidify & ship a narrative

WORK EXPERIENCE/PROJECTS

Lead Narrative Designer | Spring 2020 - Present
[Crimson Ink Games LLC](#), Bloomington, Indiana

Led all narrative development for [The Shadows That Linger](#), a point and click paranormal-noire mystery game

Content Manager | Summer 2019 - Winter 2019
[Virtual Indiana University \(VIU\)](#), Bloomington, Indiana

Developed and shipped demo of an augmented reality app in Unity that educates new and visiting students on campus history

Undergraduate Instructor | Fall 2018 – Winter 2019
[Virtual Reality Lab](#), Bloomington, Indiana

Assisted students using the VR lab with technical problems and performed demos of VR equipment

Music Manager | Spring 2019 – Fall 2019
[Tracks Music and Videos](#), Bloomington, Indiana

Stayed up to date with latest industry trends to make decisions regarding orders from record labels and organization of record shelves